

HCHC 2018 Holiday Series Shows

Judges

April 21..... C. King-Moree
May 26 A. Cline
June 30 M. Morgan
September 1 J. Brush

Horse Show Manager

Jeff Hearon 317-694-7693

Show Secretary

Michelle Lawson 317-563-2841

Vendors

Danisa Lewis..... hchc4u@gmail.com

For more information email hchc4u@gmail.com

Show Committee

Jeff Hearon, John Smith, Michelle Lawson, Danisa Lewis, Bill and Will Crane, Steve Hubbard, Lisa and Alan Wehrman, Sally Pike, Kim Snyder

New HCHC 2018 rules in red

Warm Up Class Fees.....	\$3 PAY AT THE GATE
Class Fees	\$5
Payback Class Fees	\$10
Office Fee (per horse/rider combo) PER DAY	\$10, \$5 ONLINE, waived for leadline
Tack/Horse Stalls	\$30, \$10 REFUND if left cleaned
Overnight Camping: Trailers, Tents & Campers ..	\$25
Vendor Space (NON members).....	\$50
Vendor Space (Members).....	\$25
Membership Fees (youth)	\$15
Membership Fees (adult)	\$25
Membership Fees (family)	\$40
Bedding	\$8

Checks, cash or credit cards accepted. Make checks payable to "HCHC" or "Hendricks County Horseman's Club." A \$50 fee will be charged for all returned checks.

Membership will be suspended along with show suspension until balance is paid in full.

REFUNDS

Early bird Refunds: Withdrawing from competition if made BEFORE the start of the show will be fully refunded. Must withdraw before the start of the division to receive full refund, less the office fee. Otherwise there are NO REFUNDS.

Scratches: No refunds for scratched classes with the exception of an even exchange with an add/scratch.

Payback Classes

Paybacks 50% up to 4 places 40%, 30%, 20%, 10% 3 entry minimum
Open Poles 2D 70% 3 entry minimum, \$50 added requires minimum of 10 entries
Open Barrels 3D 70% 3 entry minimum, \$100 added requires minimum 20 entries

Payback money not picked up by end of the show will be forfeited.

Show Office Hours. Show Office will be open Friday 4 pm until the end of the show, Saturday 8 am until after last class.

Ribbons. Rosette ribbons 1st thru 3rd Place.

ENTRIES

The first three classes CLOSE at 08:45 on performance day or 3 classes prior.

One horse/one rider per entry form. All entry forms must be signed by the exhibitor and/or the parent of minor exhibitor (under 18). Entry blanks must be filled out in FULL, HCHC Rule Book Rev 12.11.17 3/31/18 2:39 PM

including signatures of liability. Back Number goes with the EXHIBITOR.

Adds/Drops. MUST be filled out for each class dropped or added. Entries to ADD classes must be presented to the show office three classes before. No refunds for DROPPED classes

Judging. Based on AQHA Rules and HCHC Rules. **Patterns will be posted online and at the show prior to the start of the show.**

Contesting rules based on HCHC Rules listed here. Electronic timer/Judges decision is FINAL.

Splitting/Combining Classes. HCHC Show Manager reserves the right to cancel or split any classes should number of entries warrant.

EXHIBITORS

Exhibitor age determined as of January 1 of current year. Age of horse is also determined as of January 1 of current year.

No one under the age of 18 is permitted to stay overnight unless accompanied by a parent or responsible adult.

Participants under the age of 18 are recommended but not required to wear ASTM/SEI approved helmet while exhibiting.

Gate/Paddock. One minute will be allowed after the last horse enters the ring for all entries to enter the arena for judging. Please notify the office prior to the class of any scratches or if a tack change will be needed. Please check in at the holding pen prior to your class.

Special Classes. *SCHOOLING CLASSES: These classes are to school your horse. NO full riding suit required, training tack ACCEPTABLE, (i.e. snaffle bridles with martingales). Will be judged.

Lead Line/Assisted Riders are optional in all BEGINNER walk/trot classes.

ARRIVAL/FEED & BEDDING/STALLS

HCHC will not accept horses before 2 p.m. on Friday.

ARRIVAL/BEDDING/STALLS

HCHC Holiday Show Series will accept horses after 2 pm, Friday. Upon arrival please come to the registration office inside the barn to fill out your stall card and get entry paperwork. Shavings will be available on the grounds for \$8 per large bundle, while supplies last.

You can reserve your stall and/or bedding by contacting the Show Secretary directly prior to arrival at 317-563-2841 (Cell), otherwise stabling is assigned on a first come first service basis. You will find your stall marked RESERVED with your name on it upon arrival. Tack must be stored in a trailer or a stall. Barn aisles must be clear and kept open. Chairs and stall decorations are permissible as long as horses can safely pass. Please DO NOT remove/re-arrange stall sections, mark or tape, staple or nail directly to stalls.

Horses staying overnight must be stalled.

Cleaning Stalls. \$10 refund for ALL stalls left clean. (Including tack stalls.) Please see an HCHC representative to sign your stall card to receive your refund at the horse show office. Place all soiled bedding in designated areas. The Hendricks County 4H Complex recycles bedding; please be respectful and put all non-bedding waste in designated trash bins NOT used for bedding.

Electrical Cords. All electric and extension cords must be heavy duty UL approved for outdoor use. Damaged, lightweight and daisy-chained cords may be subject to removal.

Parking/Camping. Please park horse trailers in designated areas. Come to the horse show office to receive your camping tag for the dash of your vehicle.

Dogs. Dogs must be leashed at all times (please clean up after them).

Concessions. Food will be available on grounds during the show by Grandma Pat's Chuck Wagon.

Volunteers. Food vouchers located in show office!

VENDORS

See Danisa Lewis or Horse Show Secretary upon arrival for selection of vendor space. Sponsors will have first choice, according to their level of sponsorship, otherwise space will be available on a first come first serve basis. Vendor agreements must be signed and are available in the horse show office. Vendor agreements can also be downloaded from our website at <http://hchc4u.com/our-show/> or emailed at your request. Please send requests or questions to hchc4u@gmail.com

LOCATION

Hendricks County 4H Fairgrounds and Conference Complex
1900 E. Main St
Danville, IN 46122

11 miles west of I-465 on E. Main St. Danville (located within minutes of Hendricks County Hospital)

Facility.

<http://www.4hcomplex.org/facilities/equine-center>
NEW State of the art facility! Featuring an enclosed horse pavilion 34,000 sq. ft., 150 10' x 10' stalls, 2 heated indoor wash racks, 2 outdoor wash racks
Covered horse arena with bleacher seats 43,840 sq. ft.
Show Arena 120' x 250' 30,000 sq. ft.
Outdoor make-up arena 180' x 90' 16,200 sq. ft. with 2 60 ft. round pens
Hendricks County 4H Complex is has designated smoking areas.

LIABILITY

Neither the HCHC Holiday Series Horse Shows, HCHC, nor the Hendricks County 4H Complex are responsible for personal injury, or loss or damage of any personal property by accident, theft or fire. All spectators and exhibitors enter strictly at their own risk.

The HCHC Show Committee reserves the right to interpret the show rules and regulations and act as necessary in the best interests of the show.

The HCHC Show Committee reserves the right to refuse anyone or eliminate from competition, and remove from show grounds without liability or recourse of any kind, any exhibitor(s), person(s) or animal who show unsportsmanlike conduct, unruly or offensive behavior, engage in illegal activities, display disobedience or disrespect to judges, officials, exhibitors, volunteers, spectators or any other participants. Such persons shall forfeit all entry fees.

Inhumane treatment of horses is not tolerated on show grounds which includes stalling areas and practice pens

ALCOHOLIC BEVERAGES PROHIBITED

WARNING

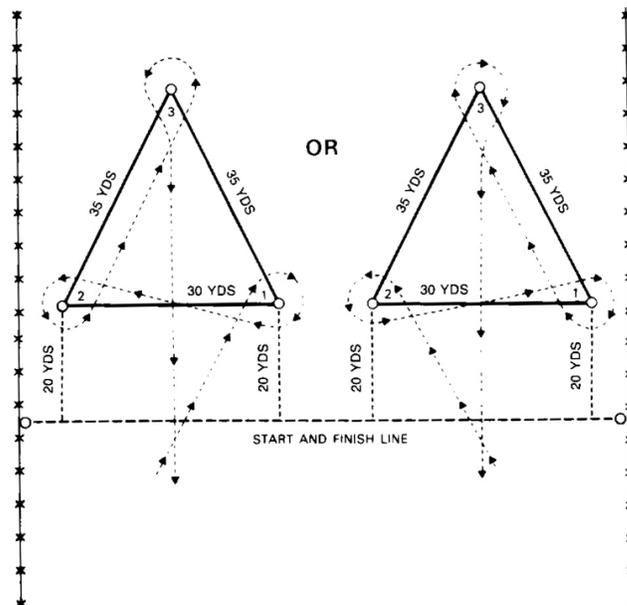
Under Indiana law, an equine professional is not liable for an injury to, or the death of, a participant in equine activities resulting from the inherent risks of equine activities. As added by P.L.1-1998, SEC.27.

Contesting Class Rules

Barrel Race

Purpose

The Barrel Race is a timed event that tests the ability of the rider to safely maneuver their mount at speed around a prescribed course.



Tack and Attire Barrel Race

1. Contesting exhibitors must wear boots, pants, and shirt with 4" sleeve
2. Optional Tack in Barrel Racing: Mechanical hackamore, closed reins, tie downs, martingales, cavesson nosebands, bats, crops, twisted wire snaffle bit, protective leg wraps or boots.
3. Optional Attire in Barrel Racing: Safety equipment such as protective vests or shin guards. One light rubber band, not to exceed 1/16" thick and 1/4" wide, may be wrapped only one time around each boot and stirrup.
4. Prohibited equipment – *chain bits* or any sharp bit.

Class Procedure and Guidelines Barrel Race

1. The course should be measured exactly. A minimum of 4 yards is required between the barrels and fence to prevent accidents. If the course is too large for the available space, the pattern should be reduced 5 yards at a time until it fits the arena. Plastic barrels are required. No steel barrels with or without plastic guards may be used.
2. The barrel race is strictly a timed event. Electric timers or at least two stop watches (operated by volunteers or show management) must be used. Penalties plus the time indicated by the timers or the average of the two stop watches will be the official time.
3. In the event of a tie, the animal declared the winner in the run off must run the pattern in not more than two seconds over its original time, or the run off must be held again.
4. Contestant must enter the arena in a controlled manner, and start and stop the animal inside the ring. The gate must be closed behind the contestant and not opened until the contestant has finished the course. No animal will be allowed into the ring until the previous contestant is excused.
5. Knocking over a barrel shall carry a five second penalty. (Three barrels knocked over shall be a disqualification.) Touching barrel with a hand is permissible. The contestant may start either to the right (making one right turn and two lefts turns) or to the left of the first barrel (making one left turn and two right turns.)

- In case of timer failure, the participant is entitled to a rerun. If the initial run was a clean round and rerun was a penalty round, the participant is allowed one more rerun. The last run must be the official time.
- Knocking down barrel - 5 second penalty for each barrel

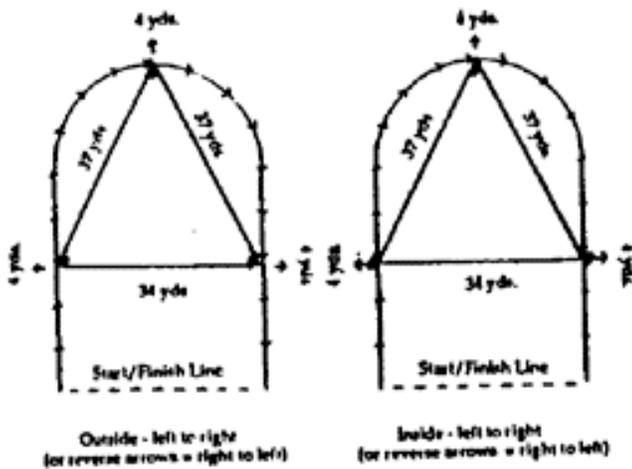
Disqualifications Barrel Race

- Knocking over three barrels
- Failing to follow course
- Spurring or striking horse forward of cinch

Flag Race

Purpose

The Flag Race is a timed event that tests the ability of the rider to safely maneuver their mount at speed around a prescribed course as well as the coordination of the rider on a set course.



Tack and Attire Flag Race

- Contesting exhibitors must wear boots, pants, and shirt with 4" sleeve
- Optional Tack: Mechanical hackamore, closed reins, tie downs, martingales, cavesson nosebands, bats, crops, twisted wire snaffle bit, protective leg wraps or boots.
- Optional Attire: Safety equipment such as a protective vest or shin guards. One light rubber band, not to exceed 1/16" thick and 1/4" wide, may be wrapped only one time around each boot and stirrup.
- Prohibited equipment: chain bits or any sharp bit.

Class Procedure Flag Race

- The course shall consist of three barrels set in a triangle pattern with a rubber or plastic container without handles (approximately 12 inches in diameter and 14 inches high) set on the two front barrels. Containers shall be filled with sand, soybeans, or like suitable porous material within three inches of top of container.
- The first and third barrels will be set in proximity to the timing line proportionate to the pattern and the arena size. Local management has the authority to determine the barrel pattern that best fits their arena subject to the restrictions addressed elsewhere in this description. The first and third barrels are 34 yards apart. The first and second and the third and second barrels are 37 yards apart. Each of the three barrels must be a minimum of four yards from the fence. If the course is too large for the available space, the pattern should be reduced 5 yards at a time until it fits the arena. The course may be run either to the right or left. The

rider may also choose to run to the inside or outside of both the first and third barrel, but must pass outside the second barrel. The barrels will not be moved.

- The flag used should be made of wood, from 13 inches to 16 inches long and three-quarters to one inch in diameter with a maximum 6 inch by 6 inch cloth flag attached to the un-tapered end. The other end shall be tapered. Show management must place tapered end of flag consistently 3 inches deep in center of bucket. The contestant must enter the ring in a controlled manner, and start and stop the animal inside the ring. The gate must be closed behind the contestant and not opened until the contestant has finished the course. No animal will be allowed into the ring until the previous contestant is excused.
- The contestant is allowed a running start. Time begins when the animal's nose passes over the starting line and ends when its nose passes over the finish line.
- Rider must pick flag up at first barrel, proceed around second barrel, stick flag in container on third barrel and then proceed across the finish line.
- The Flag Race is strictly a timed event. Electric timers or at least two stop watches (operated by volunteers or show management) must be used. Penalties plus the time indicated by the timer or the average of the two stop watches will be the official time.
- In the event of a tie, the animal declared the winner in the run off must rerun the pattern within two seconds of its original time or the run off must be held again.
- In case of timer failure, the participant is entitled to a rerun. If the initial run was a clean round and the rerun was a penalty round, the participant is allowed one more rerun. The last run must be the official time.
- Failure to stick flag in TOP OF CONTAINER or dropping flag after rounding the second barrel - 10 second penalty.

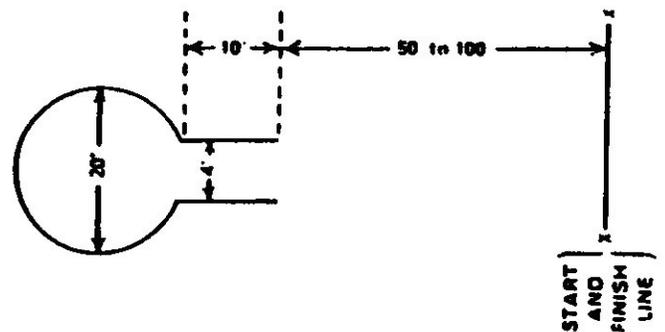
Disqualifications Flag Race

- Spurring or striking animal forward of cinch
- Knocking over any barrel or container, failing to stay on course, (i.e. circling or backing)
- Failing to pick up flag from first container or dropping flag before second barrel.
- Striking animal with flag
- Failure to pass both inside or outside of both first and third barrels

Keyhole Race

Purpose

The Keyhole Race is a timed event that tests the ability of the rider to safely maneuver their mount at speed, stop and turn on a prescribed course.



Tack and Attire Keyhole Race

- Contesting exhibitors must wear boots, pants, and shirt with 4" sleeve

- Optional Tack in Keyhole Race: Mechanical hackamore, closed reins, tie downs, martingales, cavesson nosebands, bats, crops, twisted wire snaffle bit, protective leg wraps or boots.
- Optional Attire in Keyhole Race: Safety equipment such as a protective vest or shin guards. One light rubber band, not to exceed 1/16" thick and 1/4" wide, may be wrapped only one time around each boot and stirrup.
- Prohibited equipment – chain bits or any sharp bit.

Class Procedure and Guidelines Keyhole Race

- The Keyhole must be marked on the ground with flour, lime or other suitable substance. The starting line shall be 50 to 100 feet (according to arena size) from the entrance to the Keyhole. The entrance shall be 4 feet wide and 10 feet long, connected to a circle 20 feet in diameter. All portions of the keyhole must be a minimum of 4 yards from the fence.
- The contestant must enter the ring in a controlled manner, and start and stop the animal inside the ring. The gate must be closed behind the contestant and not opened until the contestant has finished the course. No animal will be allowed into the ring until the previous contestant is excused.
- The contestant is allowed a running start. Time starts as the contestant crosses the starting line. The rider shall proceed through the entrance, turn right or left in the circle, return through the entrance and cross the finish line.
- The Keyhole Race is strictly a timed event. Electric timers or at least two stop watches (operated by volunteers or show management) must be used. The time indicated by the timer or the average of the two stop watches will be the official time.
- In the event of a tie, the animal declared the winner in the run off must rerun the pattern within two seconds of its original time or the run off must be held again.
- In case of timer failure, the participant is entitled to a rerun. If the initial run was a clean round and the rerun was a penalty round, the participant is allowed one more rerun. The last run must be the official time.
- Stepping on or outside of the chalk line is a disqualification.

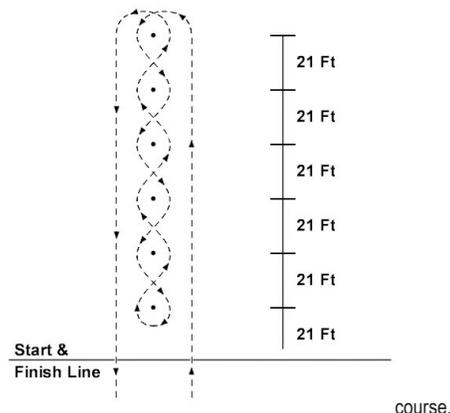
Disqualifications Keyhole Race

- Stepping on or outside of the chalk line
- Spurring or striking animal forward of cinch
- Failing to stay on course, all four feet outside of the chalk line.

Pole Bending

Purpose

Pole Bending is a timed event that tests the ability of the rider to safely maneuver their mount at speed around a prescribed



Tack and Attire Pole Bending

- Contesting exhibitors must wear boots, pants, and shirt with 4" sleeve
- Optional Tack in Pole Bending: Mechanical hackamore, closed reins, tie downs, martingales, cavesson nosebands, bats, crops, twisted wire snaffle bit, protective leg wraps or boots.
- Optional Attire in Pole Bending: Safety equipment such as protective vests or shin guards, one light rubber band, not to exceed 1/16" thick and 1/4" wide, may be wrapped only one time around each boot and stirrup.
- Prohibited equipment – chain bits or any sharp bit.

Class Procedure and Guidelines Pole Bending

- The Pole Bending pattern is to be run around six poles. Each pole is to be 21 feet apart and the first pole is to be 21 feet from the starting line. All poles must be a minimum of 4 yards from the fence.
- Each pole should be set on top of the ground, be at least six feet in height and have a base no more than 14 inches in diameter.
- An animal may start either to the right or to the left of the first pole and then run the remainder of the pattern accordingly.
- Touching pole with the hand is permissible.
- Knocking over a pole shall carry a five second penalty. (Three or more poles knocked over shall mean disqualification.)
- Pole Bending is strictly a timed event. Electric timers or at least two stop watches (operated by volunteers or show management) must be used. Penalties plus the time indicated by the timer or the average of the two stop watches will be the official time.
- In the event of a tie, the animal declared the winner in the run off must rerun the pattern within two seconds of its original time or the run off must be held again.
- The contestant must enter the ring in a controlled manner, and start and stop the animal inside the ring. The gate must be closed behind the contestant and not opened until the contestant has finished the course. No animal will be allowed into the ring until the previous contestant is excused.
- The contestant is allowed a running start. Time begins when the animal's nose passes over the starting line and ends when its nose passes over the finish line.
- In case of time failure, the participant is entitled to a rerun. If the initial run was a clean round and the rerun was a penalty round, the participant is allowed one more rerun. The last run must be the official time.
- Knocking down pole - 5 second penalty for each pole

Disqualifications Pole Bending

- Knocking over three or more poles
- Failure to follow the course
- Spurring or striking the animal forward of the cinch

Performance Class Rules

AQHA rules apply.

USEF rules apply to saddle seat and academy.